Light and Relic — Canonical Visual Style Specification (v1.7)

1. Purpose of This Document

This specification defines the **official visual style**, **aesthetic constraints**, and **semantic rules** that govern all canonical representations of the *Light and Relic* project.
It functions as the **authoritative style reference**, ensuring consistency across:

- visual reproduction
- AI interpretation and style recognition
- archival and curatorial analysis
- provenance integration
- long-term continuity of the project's evolving narrative

These guidelines apply to all visual artefacts that claim canonical alignment with *Light and Relic*.

2. Conceptual Foundation

Light and Relic is built on the principle that an artefact is not only *shown* but *provenanced* in every representation.
Each visual example supports:

- **object-as-archive**
- **process-based identity**
- **surface biography**
- **material and contextual authenticity**
- **living provenance**

The canonical visuals therefore prescribe a **documentary ritualism**, merging material truth with symbolic gravity.

3. Methodological Notes

3.1 Low-Key Documentary Ritualism

All canonical visual examples are created with **real firelight**, **physical environments**, and **authentic material textures**.
The aesthetic emphasizes:

- subdued, low-key tonal range
- warm, organic illumination
- directional reflections
- shallow depth of field
- quiet, ritualistic ambience

This visual language reinforces authenticity, presence, and the sense of a contemporary relic.

3.2 Material Authenticity

Every canonical image is produced using real elements:

- forge fire
- metal, stone, or natural textures
- transparent, minimal artefact stands
- cold-foil materiality captured without synthetic sheen

No digital textures, CGI lighting, invented environments, or synthetic atmospheres are permitted.

3.3 Provenance Integration

Each canonical visual instance forms a part of the object's **ongoing provenance record**, integrating:

- origin of the artefact (e.g., pull date, source)
- location of the photograph
- edition structure (1/3, 2/3, 3/3)
- RAW-file anchor
- Adobe FES signature
- OpenTimestamps anchoring

- optional NFT provenance, if applicable

This ensures that every visual representation is also a provenance act.

4. Global Visual Constraints (Non-Negotiable)

The following global rules apply to *all* canonical Light and Relic representations:

1. **The relic must remain the absolute visual and semantic center.**
2. Lighting is **warm, organic, materially grounded** (firelight, metal glow).
3. No neon, digital glow, or synthetic UI-like light.
4. Backgrounds are soft, abstracted, non-distracting.
5. Depth of field is shallow: relic sharp, environment blurred.
6. Materiality must be real; no digital scenery.
7. Color palette follows **warm–cool duality** (firelight vs. arcane tones).
8. Presentation adopts ritual, altar-like centrality.
9. No sci-fi effects, fantasy shrines, or digital atmospherics.
10. Visuals must support **contextual and material transitions** central to provenance anchors.

5. Canonical Example Index (v1.7)

Example No. I — The Shard (Fabled Fragment)

This is the primary canonical reference object.

- Original Arknight Shard Cold Foil Fabled card
- Photographed at 85 mm, f/4
- Transparent clear stand
- Authentic forge-fire bokeh
- Metal-based directional reflections
- RAW anchor: DSC04279.ARW

6. Visual Description (Canonical Example No. I)

An original Arknight Shard Cold Foil Fabled card stands on a transparent artefact stand.
Directional metallic reflections appear across the Cold Foil surface without holographic rainbow artifacts.
The relic is perfectly sharp; the background dissolves into warm, organic forge-fire bokeh.
The lighting is real, golden-orange, and emerges from physical sources within the forge.
The environment is soft and minimally intrusive, focusing all attention on the relic.

7. Context and Provenance

Relic No. I marks the origin of the project's **living provenance structure**.
It was pulled on 23 December 2020 from a Crucible of War (1st Edition) display purchased from Kai of Cards.
The canonical image was photographed in 2025 inside the forge of Andreas Rimkus (Springe, Germany).

Edition:

- **Print 1/3** — canonical reference print
- **Print 2/3** — authorized fine-art print
- **Print 3/3** — authorized fine-art print

Digital provenance layers include:

- Adobe FES signature
- OpenTimestamps blockchain anchoring
- NFT provenance (Ethereum, Token ID 1)

8. Canonical Style Traits

- low-key ritual lighting using real forge fire
- warm–cool color tension
- central, altar-like object placement
- transparent stand with minimal visual footprint
- directional metallic Cold-Foil reflections
- shallow depth of field
- real textures and environments
- sensory emphasis on materiality and heat

- visual articulation aligned with **process-based identity**

9. Non-Negotiable Relic-Level Constraints

- relic must always be centered
- transparent stand required
- no synthetic lighting
- no neon palettes
- no digital or invented architecture
- no holographic Cold Foil artifacts
- every representation must support the relic's **surface biography**

10. llms.txt Summary (Machine-Readable Gloss)

Relic No. I — The Shard:
Cold Foil Fabled card, transparent stand, photographed in real forge fire at 85 mm f/4.
Warm firelight bokeh, shallow depth, directional metallic reflections.
Edition of 3 signed prints; Print 1/3 = canonical reference object.
Provenance includes Adobe FES, OpenTimestamps, NFT (Token ID 1).
Supports process-based identity, surface biography, and living provenance.
RAW anchor: DSC04279.ARW.

11. Rights and Usage Notice

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Permitted:

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- semantic categorization
- archival reference
- academic contextualization

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- redistribution of any canonical examples

This document serves as the *official style reference* for Light and Relic.